

Hi, and welcome to issue nine of your dose of Battlefleet Gothic gaming goodness. A few changes this issue, as Chris takes a bit of a break. Instead, we actually have a feedback page. This will be an occasional feature of this publication, and we really want to hear your thoughts, suggestions, comments and general feedback. Please do drop us a line and let us know what you think.

Also this issue, I have put together a scenario for you to try out. This is the perfect example to fill our feedback page... be kind, but be honest. This goes for anything that you read here this issue, or in issues past. Warp Rift should sit at in the middle of the BFG community, and be used as a forum for players to share ideas and inspiration about the game.

This brings me onto another point. It seems that, with the shake up with the Specialist Games forums, the amount of BFG talk that is going on out there has dried up a little. This game is still in the hands of the players, but this requires a spark of ignition from us. It is often easy to moan about how difficult things are, and it is true that there have been better times, but there is still so many directions that this game can be taken in. So, become an active member of the community. Start discussions on any aspect of the game that interests you. Use the forums on the SG web site, the newly returned Port Maw (welcome back guys, good to have you and congratulations on the great site) and my own boards at EpiComms. Get out there and reclaim your game.

Good hunting, CyberShadow

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